

LOADING:

On workbench prompt. insert Apache Flight disc. The game will load automatically. **Leave disc in computer during play.**

STORY:

The Cold War is over. Communism has been replaced by democracy throughout Eastern Europe and the threat of a nuclear holocaust is nothing but a bad memory. Arms reduction treaties have been signed and the major powers are destroying their stock-piles of nuclear war heads. However, some of these weapons have fallen into the hands of a multi-national terrorist organisation and, unless they are destroyed, who knows what barbarous acts of terrorism could ensue.

Reconnaissance operatives have pinpointed the 4 bases of the organisation and marked them for destruction. For this mission the new Apache attack helicopter has been hurriedly completed and you have been chosen to lead the assault.

The positions of the targets have been entered into the Apache's on-board guidance system and all weapons have been loaded and armed. As well as it's normal compliment of armour piercing bullets and strontium tipped missiles (two of which are heat seeking), the Apache is also carrying a revolutionary top secret energy transmutation device (E.T.D.) which allows the collection and use of weapon and fuel pods that are released when certain of the enemy and enemy installations are destroyed.

These pods contain fuel, missiles, guided missiles, smart bombs, power bullets and power weapons. It is imperative that the extra fuel and weapons are taken on board if you are to overcome the massive fire power of the enemy defences.

CONTROLS:

Joystick Up/Down/Right/Left to control your Apache attack helicopter. Use **Fire Button** repeatedly to fire armour piercing bullets. **Hold Fire Button** to

release missiles (heat seeking missiles will be released first if any remain in your weapons system). To **Re-Fuel**, fly to a re-fuelling point (white cross) and hold the fire button. Fuel will automatically be taken aboard whilst you hover overhead. When your fuel reading reaches 999, your tanks are full. If you attempt to take on more fuel, your Apache helicopter becomes unstable and you risk explosion.

If fuel is not needed, firing at a refuelling point with a missile may release a weapon or fuel pod which can then be collected.

When armed only with conventional weapons, terrorists kill thousands of innocent people every year. Armed with nuclear weapons, the resulting carnage does not bear thinking about. The success of your mission is vital. If you fail, the world will pay the price.

Good Luck!

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If you have written a good programme and would
like to discuss marketing, please write to:

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